

# **Devonaire Umpire Cheat Sheet-**

## **5.0 Game Procedures**

5.1 Umpires should be 16 years old (or on occasion 15) to work Junior or Intermediate Division games; Coach Pitch have scrimmages so they need no umpires at first but will transition to umpires by season's end.

5.2 Managers and coaches are responsible for alternate inning umpiring duties (1,3,5, or 2,4,6). **Any complaints should be reported to the appropriate division commissioner immediately after the game. In 2017 umpires will be hired to work Jr and Intermediate Division Games.**

5.3 **BASES-** Baselines will be **50 feet long** in the Coach Pitch and Junior Division and **55 feet long** in the Intermediate Division.

**PITCHING DISTANCE--** The guideline for the pitching distance will be around 20 Feet for Coach Pitch, 28-35 ft in the Junior Division, and 35-40 ft in the Intermediate Division. Players cannot end their pitching motion any closer to home plate than – 28' in Juniors and 35' in Seniors Intermediate.

**Teams are required to draw chalk line or visible line in the dirt at the 28' mark for Juniors and the 35' mark for Intermediate** to avoid pitchers being too close to batters, for the pitcher's safety.

5.4 Home team will take the third base side.

5.5 All league games are 6 innings in duration.

5.5a Game times are 6:00-7:00 (7:30)pm for Coach Pitch, **6:30pm for Juniors & Intermediate.**

5.5c In the Junior & Intermediate Division, when school is in session, no new inning shall begin after 8:00 PM. If four innings have been completed, the game is over. If less than four innings have been completed, the game is resumed at a future date

5.5d In the event of a tie at 8:00 before school is out, the next time these two teams play **after school is out**, the tie game will be completed first (with the lineup they had at that time) (sudden death at the completion of an inning), and then the regularly scheduled game will be played.

5.6 The **visiting team** has the field from 30-15 (6:00-6:15) minutes prior to the game. The **home team** has the field (6:15-6:30) 15 minutes prior to the game. (Jr's and Int.'s)

5.7 A Jr or Intermediate team must start a game with a minimum of eight players, but may finish with less, due to injury or illness. When a team has less than nine players, the opposing team will provide a catcher. However, fielding plays must be handled by the fielding team.

5.10 A late arriving player should be placed at the bottom of the order

5.12 Scoring- It is in the best interest of each game to constantly keep checking in with the other team to double-check the score, especially in the event someone has scored in that inning. **Umpires- Keep track each half inning on your score card.**

## **6.0 Game Rules**

The strike zone is basically from the knees to the letters as the ball crosses the plate. When establishing a strike zone just be as consistent as possible. So as kids are different heights, their strike zones will change as well. When calling balls and strikes, just be clear so the pitcher can adjust---try to help the pitchers --- and we want the batters to swing. **Your biggest job is balls and strikes.**

6.1 **No bunting** is allowed.

- 6.2 No intentional walks allowed. Umpire's Discretion on whether a pitcher is trying to throw strikes.
- 6.3 No player is allowed to lead off from any base and will be called out if they do so. No stealing of bases is allowed; relaxed step is allowed. Relaxed step is defined as a runner pulled off base at the **swing of the bat**. Runner is out if they try to advance without the ball being hit.
- 6.4 In the Junior Division, the ball is dead and the runners may not advance when the pitcher has possession of the ball in the pitching circle (10' diameter) around the mound. **"Time Called" is Umpires Discretion and the Umpire has the absolute right to send runners back to bases**
- 6.4a It is recommended that a 10' diameter chalk circle be drawn around the mound to aid umpires in calling the ball dead. **It is the Umpire's Discretion to call the play dead even not within the 10'.**
- 6.4b If no circle exists then time relies on the umpires discretion. This also could take place even if the circle is there.
- 6.5 A foul ball may not be called a third strike.
- 6.6 Out of play is 10-12 feet past the baselines (past the benches) **Overthrows at 1<sup>st</sup> or 3<sup>rd</sup> are all runners advance one base. Overthrows to 2<sup>nd</sup> are in play.**
- 6.8 Pitchers may be rotated at the end of any inning and may return to pitch again. There is no limit to the number of innings a pitcher may pitch, however *multiple pitchers must be used each game*. **Pitchers must wear face shield.**
- 6.10 **Pitches must be a slow lob-** In the Junior & Intermediate Division, with a four to ten foot arc from the point of release.
- 6.12 There is NO infield fly rule in the Junior or Intermediate Division. (Infield Flies could be misplayed and the runners would be obligated to get their next base)
- 6.15 RUN AHEAD "Mercy" RULE: **15 runs ahead after 5 full innings.** Complete innings must be played unless the home team scores the run-ahead limit while batting. The game is officially over at this point and this score stands. **6.15a** Teams may agree to continue playing "for practice."
- 6.15 b Per Inning Cap- Junior & Intermediate Divisions 5 Runs Scored Hard Cap- Upon the scoring of the 5<sup>th</sup> run in any half inning, the half inning is immediately over.**
- **LAST Inning-** Either 5 run cap (if batting team is ahead OR if they are down by less than 4) or it is the amount they are down plus one so they may take a one run lead if behind by more than 5.
- 6.15 c Calling Last Inning-** If it is close to the cutoff time or due to darkness managers may consult and agree that a particular inning will be the LAST inning, so the rules and scenarios from 6.15b come into play.
- Beginning an inning Cutoff times- 8:00 until school is out, then 8:30 after school is out.**
- 6.16 Warm-up pitches between innings are limited to 5-7. Managers and coaches need to have catcher ready to get into gear quickly while warm ups are happening, so game continues quickly.

Thanks for helping our league this season as we start having Umpires at the Junior and Intermediate Level.

Don't ever hesitate to contact me if you need to contact me!

Russ Facione

President Devonaire Softball

Example- Top of 6, team losing 9-7 scores 5 to take a 12-9 lead.

Example- Top of 6, team losing 10-3, scores 8 to take 11-10 lead.

Example- Top of 6, team winning 5-1 scores 5 max. for a 10-1 lead.

Email [devonairesoftball@gmail.com](mailto:devonairesoftball@gmail.com) Cell Phone [248-867-4748](tel:248-867-4748) Call or text me if any questions or concerns happen.

Thanks

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